Name: Torinn	Player: <u>Caroline</u>		
Class: Zealot Experience: 6,500	Next level:	14,000	
P. I. J. C. III.	1 VCXL ICVCI.	-13000	DUNGEONS & DRAGONS
Race: Dragonborn Size	: <u>Medium</u> Height: W	eight:	
Gender:Hair:	Eyes: Sk		The second second
Age:Alignment:	Faith:		
			Skills
Abilities			
Molicles			ONUS NAME (ABILITY) PROF. EXP.
ABILITY MODIFIER SAVING THROW PROF. BONUS	Ability Save DC		-2 Acrobatics (DEX)
	Autity Save De	+3	O Animal Handling (WIS)
16 STR +3 +6 X	Proficiency Bonus +	#1-	-1 Arcana (INT)
STRENGTH	Con (14)	#1	-6 Athletics (STR)
14 DEX 12	7 Senses	97	O Deception (CHA)
14 DEX +2 +2 +2	Denses	Programas	-1 History (INT)
THE REPORT OF THE PARTY OF THE	13 Passive Perception	1 110 110 110 2	
16 CON +3 1 +6 X		Donas	Insight (WIS)
CONSTITUTION		Inspiration	Intimidation (CHA)
8 INT -1		Troffiction 1	-1 Investigation (INT)
8 INTELLIGENCE -1 -1	TLimited Features	\$ 7.0	Medicine (WIS)
			-1 Nature (INT)
10 Wis 0 0			-3 Perception (WIS)
WISDOM			
10 CHA 0 10 T			Performance (CHA)
CHARISMA		1 SR	O Persuasion (CHA)
	Paper Bird	4 Never	-1 Religion (INT)
		\$\\ +	-2 Sleight of Hand (DEX)
Saving Throw Advantages / Disadvantages		1 1 1	-5 Stealth (DEX)
Adv. on Str saves in rage;			O Survival (WIS)
Adv. on Dex saves vs. seen effects			Survivar (wis)
W - 11111111111111111111111111111111111		*	Speed
	44	Dex	Misc. Speed Encumbered
Combat		(+2) Initiative 2 =	40 ft 30 ft
Daganga		Jackth	10 10
7 Decense	71	l ealth	
20 20 X	(Can) AC DURING REST		Wounds
13 ARMOR BONUS Unarmored Defense	(CON)	TEMPORA	WOUNDS
SHIELD BONUS	15		RY HP
DEXTERITY MEDIUM ARMOR GAZ = 2	STEALTH RESISTANCE	Current	
AC DEXTERTY MUDICAL ARMORE GRADE - 0 HEAVY ARMOR GRADE - 0	DISADV. Bludgeon. (in rage) Piercing (in rage)		
Magic	Slashing (in rage) Lightning	MAX HIT POINTS 5 ×	d12 + 3 DE DC10 (1)
Misc Mod 1	Lightning	×	
-	HALF DAMAGE RECOVER	HALF OF YOUR MAXIMUM HIT	
Msc Mod 2	THI DICE.	AFTER A LONG REST. DICE LEVEL	DIE CON USED DEATH SAVING THROWS
A ttacks	ATTACKS (2) A	Ctions	
Weapon / Description Prof Ability Range To Hit		M OF 1 ACTION, 1 BONUS ACTION, AND 1 REACTION FER TURN.	
Handaxe ✓ Str Melee, 20/60 ft +6	1d6+3 Slashing Atta	ack (2 per turn):	Dash / Disengage / Dodge
Light, thrown If Raging +2 Damage & If first attack, Divine F	ury: +1d6+2 Radiant	Reckless Attack	Help / Hide / Escape Grapple
Handaxe (Bonus Action) ✓ Str Melee, 20/60 ft +6	1d6 Slashing	^ (declare on first melee attack)	Ready / Search / Use Object
Light, thrown (If Raging +2 Damage)	- \	Weapon Attack	Overrun / Tumble
Unarmed Strike ✓ Str Melee +6	1 2 - 1	Disarm / Grapple / Shove	
	4 Bludgeoning		
If Raging +2 Damage	Poss	ath Weapon	
	13/60	ALVE VVEGIZIONE	- I - I -

✓ Con 5-ft × 30-ft line DC 14 2d6 Lightning Breath Weapon Bonus Actions REACTIONS Hits all in area; Dex save, success - half damage; Usable only once per short rest Opportunity Attack Rage (start/end) ✓ Dex 150/600 ft 1d8+2 Piercing Offhand Light Weapon Attack Longbow Ammunition, heavy, two-handed Type
Handaxes
Ammunition Arrows Overrun / Tumble

Used this Round

TRacial Traits

Lightning Breath Weapon:

As an action, I exhale destructive energy in a 5-ft by 30-ft line.

All in the area must make a Dex saving throw with DC 8 + Con modifier + Prof Bonus. It does 2d6 lightning damage, half as much damage on a successful save.

The damage increases to 3d6 at level 6, 4d6 at level 11, and 5d6 at level 16.

I can't use this feature again until I finish a short rest.

TClass Features

Zealot, level 5:

- Rage (Barbarian 1, PHB 48) [+2 melee damage, 3× per long rest]
- Start/end as bonus action; bonus damage to melee weapon attacks using Str; lasts 1 min Adv. on Strength checks/saves (not attacks); resistance to bludgeoning/piercing/slashing Stops if I end turn without attacking or taking damage since last turn, or unconscious
- Unarmored Defense (Barbarian 1, PHB 48)

Without armor, my AC is 10 + Dexterity modifier + Constitution modifier + shield

- Danger Sense (Barbarian 2, PHB 48)
- Adv. on Dexterity saves against seen effects (not blinded/deafened/incapacitated)
- Reckless Attack (Barbarian 2, PHB 48)

Adv. on Str melee weapon attacks in my turn, but attacks vs. me adv. until next turn

• Divine Fury (Path of the Zealot 3, XGtE 11) [+1d6+2 radiant damage]

While raging, the first creature I hit with a weapon attack in my turn gets extra damage It takes an extra 1d6 + half my barbarian level worth of radiant damage

- Warrior of the Gods (Path of the Zealot 3, XGtE 11)
- Spells restoring me to life (not undeath or anything else) don't require material comp.
- Fast Movement (Barbarian 5, PHB 49)

I gain +10 ft speed when I'm not wearing heavy armor

TBackground Feature

Military Rank

I have a military rank from my career as a soldier. Soldiers loyal to my former military organization still recognize my authority and influence. I can invoke my rank to influence soldiers and temporarily requisition simple equipment or horses. I can usually gain access to friendly military encampments and fortresses where my rank is recognized.



ARMOR: X LIGHT X MEDIUM HEAVY SHIELDS OTHER:

WEAPONS: X SIMPLE X MARTIAL OTHER: 🗗 Languages

Tools & Others

Common Draconic

Weaver's Tools Woodcarver's Tools

			Backçrou	oni	
Personality Traits				Ex.	- FE
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			Fe	ats	(
FEAT: Lucky	"	-		PHB 1	-
Use one of three luck points to ro check, or a saving throw before th					
luck, no extra dice are rolled. I re					
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Adventuring Gear Backpack, with: - Bedroll	#			#	LE
Adventuring Gear Backpack, with: - Bedroll - Mess kit	#	5 7 1	Adventuring Gear Handaxe Longbow	#	LB
ADVENTURING GEAR Backpack, with: - Bedroll - Mess kit - Tinderbox		5 7 1 1	ADVENTURING GEAR Handaxe Longbow Quiver of Ehlonna	8	
ADVENTURING GEAR Backpack, with: - Bedroll - Mess kit - Tinderbox - Torches	10 10	5 7 1	Adventuring Gear Handaxe Longbow	#	
ADVENTURING GEAR Backpack, with: - Bedroll - Mess kit - Tinderbox - Torches - Rations, days of - Waterskin	10	5 7 1 1 1 2 5	ADVENTURING GEAR Handaxe Longbow Quiver of Ehlonna - Arrows	8	
Adventuring Gear Backpack, with: - Bedroll - Mess kit - Tinderbox - Torches - Rations, days of - Waterskin - Hempen rope, feet of	10	5 7 1 1 1 2 5	ADVENTURING GEAR Handaxe Longbow Quiver of Ehlonna - Arrows - Javelins	# 8 60 18	
ADVENTURING GEAR Backpack, with: - Bedroll - Mess kit - Tinderbox - Torches - Rations, days of - Waterskin - Hempen rope, feet of - Weaver's Tools	10	5 7 1 1 1 2 5	ADVENTURING GEAR Handaxe Longbow Quiver of Ehlonna - Arrows - Javelins	# 8 60 18	
ADVENTURING GEAR Backpack, with: - Bedroll - Mess kit - Tinderbox - Torches - Rations, days of - Waterskin - Hempen rope, feet of - Weaver's Tools - Woodcarver's Tools	10	5 7 1 1 1 2 5 0.2	ADVENTURING GEAR Handaxe Longbow Quiver of Ehlonna - Arrows - Javelins	# 8 60 18	
Adventuring Gear Backpack, with: - Bedroll - Mess kit - Tinderbox - Torches - Rations, days of - Waterskin - Hempen rope, feet of - Weaver's Tools - Woodcarver's Tools	10 10 50	5 7 1 1 1 2 5 0.2	ADVENTURING GEAR Handaxe Longbow Quiver of Ehlonna - Arrows - Javelins	# 8 60 18	
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ADVENTURING GEAR Backpack, with: - Bedroll - Mess kit - Tinderbox - Torches - Rations, days of - Waterskin - Hempen rope, feet of - Weaver's Tools - Woodcarver's Tools	10 10 50	5 7 1 1 1 2 5 0.2	Adventuring Gear Handaxe Longbow Quiver of Ehlonna - Arrows - Javelins - Spear	# 8 60 18	0.0
ADVENTURING GEAR Backpack, with: - Bedroll - Mess kit - Tinderbox - Torches - Rations, days of - Waterskin - Hempen rope, feet of - Weaver's Tools - Woodcarver's Tools - Paper Bird	10 10 50	5 7 1 1 1 2 5 0.2	ADVENTURING GEAR Handaxe Longbow Quiver of Ehlonna - Arrows - Javelins - Spear ATTUNED MAGICAL ITEMS (MAX 3)	# 8 60 18	0.0
ADVENTURING GEAR Backpack, with: - Bedroll - Mess kit - Tinderbox - Torches - Rations, days of - Waterskin - Hempen rope, feet of - Weaver's Tools - Woodcarver's Tools - Paper Bird	10 10 50 4	5 7 1 1 1 2 5 0.2 5 5	ADVENTURING GEAR Handaxe Longbow Quiver of Ehlonna - Arrows - Javelins - Spear ATTUNED MAGICAL ITEMS (MAX 3) S PUSH/DRAG/LETT	600 118	0.0
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Made by Joost Wijnen (mpmb@flapkan.com); Graphics by Javier Aumente (jaauvel@gmail.com); D&D logos, Dragon Heads ©Wizards of th

Exhaustion

LEVEL	EFFECT (CUMULATIVE)	
1	Disadvantage on Ability Checks	FINISHING THE EXHAI PROVIDED SOME FOC
2	Speed halved	SHING A EXHAUS VIDED TI
3	Disadvantage on Attack Rolls and Saving Throws	LONG TAT YOU
4	Hit Point maximum halved	; REST LEVEL I OU AL: DRINK
5	Speed reduced to 0	REDUC BY 1, SO INC
6	Death	ouces 1, Ingested

TConditions

Blinded
Fail checks involving sight. Attacks have disadvantage. Enemy attacks have advantage.

Charmed
Can't harm/attack charmer. Charmer has advantage on ability checks to interact socially.

Deafened Fail checks involving hearing.

Frightened Disadvantage to checks/attacks while source of fear is in sight. Can't willingly move closer to the source of fear.

Grappled Speed drops to 0, regardless of any bonus.

Incapacitated
Can't take actions or reactions.

Invisible Can't be seen, but noise and tracks. Attacks have advantage, enemy attacks disadvantage.

Incapacitated. Can't move or speak. Fail Str and Dex saving throws. Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.

Petrified

Incapacitated. Can't move or speak. Unaware of surroundings. Resistance to all damage. Immune to poison/disease. Fail Str and Dex saving throws. Enemy attacks have advantage. Stop aging. Weight increases by factor 10.

Poisoned
Disadvantage on attack rolls and ability checks.

Crawl (at ½ speed) or stand up (costs ½ speed). Attacks have disadvantage. Enemy attacks have advantage within 5 ft and disadvantage if further away.

Restrained

Speed 0, regardless of bonus. Disadvantage on Dex saving throws. Attacks have disadvantage. Enemy attacks have advantage.

Stunned Incapacitated. Can't move. Can speak only falteringly. Fail Str and Dex saving throws. Enemy attacks have advantage.

Unconscious
Incapacitated. Can't move or speak. Unaware
of surroundings. Drop everything. Fail Str
and Dex saving throws. Enemy attacks have
advantage. Enemy attacks within 5 ft are
critical hits.

Combat Rules

View		
Dash	Action	Gain your speed as extra movement for this turn.
Disengage	Action	Your movement doesn't provoke opportunity attacks for this turn. \\
Dødge	Action	Attack rolls from attackers you can see have disadvantage and you have advantage on Dex saving throws until the start of your next turn.
Escape	Action	Escape a grapple by winning a Str (Athletics) or Dex (Acrobatics) check vs. grappler's Str (Athletics) check.
Help	Action	Give an ally advantage on next ability check or attack roll vs. an opponent within 5 ft of you, if done before the start of your next turn.
Hide	Action	Hide from those that can't perceive you. Your Dex (Stealth) check is the DC for anybody's Wis (Perception) check to discover you.
Overrun*	Action or Bonus Action	Move through opponent's space once by winning opposing Str (Athletics) check. Advantage if you are larger and disadvantage if you are smaller.
Ready	Action	Choose an action that you will take in response to a set trigger. Taking the action uses your reaction. Readying a spell requires concentration.
Search	Action	Search for something with a Wis (Perception) or Int (Investigation) check.
	Action or Bonus Action	Move through opponent's space once this turn by winning opposing $\mbox{\rm Dex}(\mbox{\rm Acrobatics})\mbox{\rm check}.$
Use Object	Action	You can interact with an object once per turn for free. A second interaction and special cases take an action to complete (e.g. draw a second weapon, equip a shield, drink a potion, retrieve an item from a backpack).
Disarm*	Attack	Knock an item from grasp by winning weapon attack roll vs. opponent's Str (Athletics) or Dex (Acrobatics) check. Disadvantage if item is held by two hands. A larger opponent has advantage, smaller has disadvantage.
Grapple	Attack	With a free hand, give the grappled condition to an opponent that is within reach and up to one size larger than you by winning Str (Athletics) check vs. opponent's Str (Athletics) or Dex (Acrobatics) check.
Mark*	Melee Attack	Mark target of a melee attack. Next opportunity attack against the mark before the end of your next turn has advantage and doesn't use a reaction.
Shove	Attack	Move opponent 5 ft or make prone by winning opposing Str (Athletics) check. Disadvantage if trying to move the opponent to a side. *
Move Grappled	Move	Bring grappled opponent along as part of your move. You move at half speed unless the opponent is two or more sizes smaller than you.

Magic Item: Paper Bird	[WDH 191]
can write up to 50 words on a sheet of the 1d6+3 in this box and speak	a creature's
name, causing the parchment to fold into a Tiny bird and fly to that creat	ure on the same
plane if it isn't stopped. It has 60 ft fly speed, 1 HP, AC 13, Dex 16, 1 in	all other ability
cores, and immunity to poison and psychic damage.	
_	
Magic Item: Quiver of Ehlonna	[DMG 189]
his quiver has three compartments and weighs 2 lb, regardless of its conte	ents. Its shortest
ompartment can hold 60 arrows, bolts, or similar objects. Its midsize com	partment holds
p to 18 javelins or similar objects. Its longest compartment holds up to 6	long objects,
uch as bows, quarterstaffs, or spears.	
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Magic Item:	ATTUNED
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🍞 Extra Equipment

#	LBs	GEAR	#	LBs
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Other	Holdings

7	

